

This cut-cam may reveal a door access to a "Big Icy Key." If the player remembered playing the second video game, the player may have seen this area that could not have been accessed at that time. In this example, the trigger event occurs when the lever is pulled.

If the system determines that a trigger event has not occurred, it continues to query for such trigger events as shown in FIGURE 6. However, if the system determines that a trigger event has occurred, the processor 12 then writes information pertaining to the trigger event into its memory 20. In this regard, the processor 12 sets a flag indicating the occurrence of the event, i.e., that the door to access the Big Icy Key in the first video game has been opened, as shown at step 54.

Then, at a step 56, the system tests for whether the first game cartridge has been removed. If not, processing returns to step 52 and the steps described above are repeated. If it has been removed, the system tests for whether the second game cartridge has been connected to the console at a step 58. If no connection has been made, the system continues to make this query. If the second game cartridge is connected, the processor 12 executes the second video game program and also reads and utilizes, if applicable, any trigger events stored in the memory at a step 60. For example, once a player inserts the second data cartridge containing the second video game he remembers playing, the player can go into the area of the game that had the Big Icy Key. Once in that area, the player would see that the door had been opened and would be able to get the key. Thus, once the second game cartridge is inserted, the processor utilizes the software of the second game cartridge in addition to the flagged information from memory 20, transferred from the first game cartridge, in order to make a change which affects the playing of the second video game.

After the video game system reads and utilizes, if applicable, the flagged information stored in memory 20 at step 60, processing returns to step 52 and the steps described above are repeated, permitting the second game cartridge to store information in memory 20 for retrieval by the first or other game cartridge. Thus, in accordance with the above example, once the player retrieves the key in the second video game, the processor sets another flag in memory 20 to signal that the Big Icy Key has been recovered from the first game cartridge. If the player then removes the second game cartridge from the console and replaces it with the first game cartridge, the player will be able to return to the Huge Blocked Icy Cave with the icy keyhole and open the sealed cave with the Big Icy Key that has been recovered from the second game cartridge. Thus, the player is now able to access this new area beyond the icy cave.